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awarding said player one or more prizes according to a dynamic payable that is modified during said game session.

2. **(Original)** The method of claim 1 wherein said initiating of said game session is initiated by receiving one or more credits.

3. **(Original)** The method of claim 1 further comprising displaying a top card from said deck of playing cards and awaiting a player instruction to transfer said top card to one of said plurality of playing squares.

4. **(Original)** The method of claim 3, wherein prior to receiving said player instruction, said player has an opportunity to evaluate a plurality of different actions.

5. **(Original)** The method of claim 1 further comprising permitting said player to terminate said game session after each game event.

6. **(Original)** The method of claim 1, wherein said dynamic payable further comprises

a triggering event that is configured to start at least one game history counter for each of said plurality of playing squares, said triggering event is associated with a total count of 21 points, and

a threshold event that is engaged after one or more triggering events, said threshold event configured to use said game history counter to modify a subsequent prize associated with a subsequent triggering event.